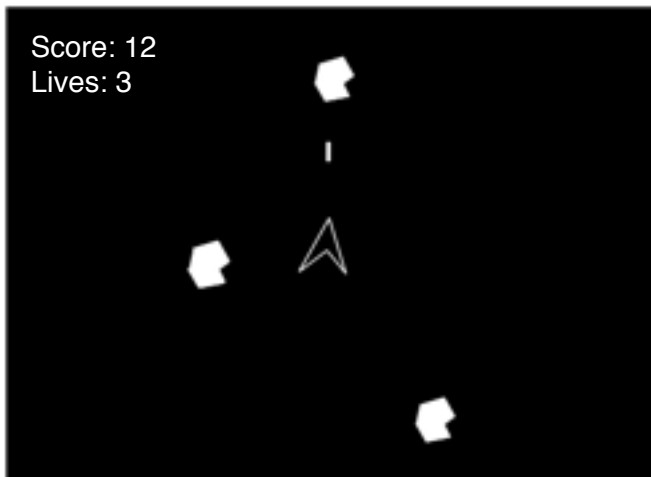


## Game Screens



This is the main game screen. The ship is in the centre of the screen, and can fire laser bullets at the rocks flying towards it. The rocks appear at the edges of the screen and move toward the centre. The ship cannot move around the screen, but can rotate.



This is the screen you see after you run out of lives from being hit by too many rocks.

## Variables

Name	Type	Purpose
lives	number	Track how many lives the user has left
player_name	text	The player's name. Used for messages.
score	number	The player's score

## Scripts

**The ship will have the following scripts:**

When flag clicked:  
Ask "What is your name?"  
set player\_name to the answer

When left arrow pressed:  
Rotate left by 45 degrees  
Update ship\_heading

When right arrow pressed:  
Rotate right by 45 degrees

When space pressed:  
Send message "shoot"

When message "game over" received:  
Say "Well done *player\_name*!" for 3 seconds  
Say "Your final score was *score*" for 3 seconds

**The laser bullet will have the following script:**

When message "shoot" received:  
go to ship position  
point in direction ship is pointing  
show  
repeat until off screen  
    move forward 5 steps  
hide

**Each rock will have the following scripts:**

When message "game over" received:  
hide

When message "game started" received:  
go to random point on edge of screen  
point towards ship  
forever  
    move forward 1 step  
    if hit by laser  
        change costume to exploded  
        increase score by 1  
        wait 1 second  
        change costume to normal  
        go to random point on edge of screen  
        point towards ship  
    else if hit ship  
        decrease lives by 1  
        if lives is 0  
            send message "game over"  
        wait 1 second  
        go to random point on edge of screen  
        point towards ship

**The Stage will have the following scripts:**

When flag clicked:  
Switch to costume game\_background  
set score to 0 and lives to 3

When message "game over" received:  
Switch to costume game\_over

## Test Plan

Check that:

1. when the game is started, the score is 0, and lives is 3
2. when the game is started, it asks for your name
3. when the left arrow key is pressed, the ship turns left
4. when the right arrow key is pressed, the ship turns right
5. when space is pressed, the ship shoots
6. when a bullet hits a rock, it is destroyed
7. when a rock is destroyed, a new rock appears at the edge of the screen
8. when a rock hits the ship, the lives is decreased by 1
9. when lives gets to 0 the game ends
10. when the game ends, you are told what your final score was